

Episode 13 - Undisclosed Title

Jeff Probst: <narration> Previously on Survivor... <An eerie music plays, as the camera shows an aerial view of the Gabonese village Tribal Council, and then cuts ahead to show Jeff>

Jeff Probst: Twelfth person voted out of **Survivor: Gabon**: <Rapid clips of the anxious castaways are shown, before Jeff reveals the deciding vote> **Crystal**. <Crystal's jaw can be seen dropping>

Jeff Probst: <narration> With the Powerhouse alliance firmly in control of the *game*, <Rapid views of Paloma, Charlie, and Dan are shown> Randy knew he was next to go, <Randy is now shown next> so he vowed to make their lives *miserable* until he was voted out... <Randy is shown knocking a cup of hot coffee out of Paloma's hand, as the coffee spills out onto the ground>

Randy: <to Paloma> You're stuck with me *here* or on the jury, so get *used* to it... <Randy is shown>

Randy - CONFESSIOANAL: It's fun for me to watch them squirm, and I absolutely *love* to see their misery. <A clip from the Reward Challenge is now shown, as both Randy and Jacquie can be seen standing in the center zone of a target. Jacquie is then shown holding out her answer: False>

Jeff Probst: The correct answer is "False." It's the *Central*-African franc, not the *West*-African franc... <The camera continues to focus on Jeff, as he points towards a smiling Jacquie>

Jeff Probst: <shouting> *Jacquie* wins Reward! <The camera shows the **Babongo** members clapping>

Jeff Probst: <to Jacquie> Here's the deal: <short pause> As it stands right now, you're the only person who's gonna get to spend any time with your loved one, unless you're willing to make a *sacrifice*. <The camera now shows an emotional Jacquie listening intently> If you want, you can give up *your* Reward, <Dan can be seen widening his eyes> send yourself to *Exile*, and I'll make *sure* that each of the other *five* will get a visit from their loved one... <The camera shows a conflicted Jacquie>

Jacquie: I *hate* this. <laughs> I mean, she's my mom and we live in different *states*, and I can't send her away *now*. <A mysterious sound is then heard, as Charlie looks up> I'm *sorry*, you guys...

Jeff Probst: <narration> But when Jacquie decided to *keep* her Reward, <The camera shows Jacquie and Sharon both climbing into the helicopter and fastening their seatbelts> Randy shifted his game plan by trying to turn the Powerhouse against *Jacquie*... <The camera focuses back in on Randy>

Randy: You know, *Jacquie* didn't deserve that. All she's done this entire game is flip back-and-forth. Jeff Probst: <narration> And after fueling the *fire*, he then lied to *Jacquie* and told her that the Powerhouse was planning on voting her out... <The camera continues to show a smug Randy>

Randy: <to Jacquie> The whole time you were gone they were talking about you. <A worried Jacquie is then shown, as she asks "*Really?*"> You know, they're pissed *off* at you for keeping the Reward.

Randy - CONFESSIOANAL: What am I doing with Jacquie? I'm trying to get her back in an alliance with *me*. <Randy asks "So what's it gonna be?"> She can stay with the three members of **Kota** and end up *fourth*, or she can side with me and G.C. and have a chance of going to the Final Three...

Jeff Probst: <narration> But Jacquie was *skeptical* of Randy's information... <Jacquie is shown>

Jacquie - CONFESSIOANAL: I think Randy's just blowing smoke at me and trying to keep me on his side, but it's too *late*. <Jacquie is now shown again> My alliance is with *Paloma*, and we're voting Randy *out*... <A frantic Dan is then shown unlocking his final lock, as he thrusts the gate open>

Jeff Probst: <narration> At the Immunity Challenge, <A clip of Jacquie retrieving her first key is shown> in a showdown between Dan and *Jacquie*, Dan emerged victorious, <Dan is then shown arriving on the finish mat> establishing himself as a force to be *reckoned* with in challenges...

Jeff Probst: <shouting> *Dan* wins Immunity! <A victory theme begins to play, as the camera shows Dan with an exhausted look on his face, before he cheers loudly. The camera then abruptly cuts ahead to show the **Babongo** members arriving back at camp, as Charlie and Dan high-five>

Charlie: <to Dan> *You* know you weren't going anywhere... <laughs> <G.C., Charlie, and Dan are then shown sitting by the fire together>

Jeff Probst: <narration> With Tribal Council looming, G.C. made a move and convinced the Powerhouse that Jacquie was too threatening to keep around... <The camera zooms in on G.C.>

G.C.: <to Dan> Randy we *know* wouldn't win, <A close-up view of a pensive Dan is shown> but Jacquie *might* if she goes up against the right person, and <long pause> Jacquie's *strong*, man. I mean, you saw her in the challenge today? She almost *beat* you. <Charlie says "It was *close*, yeah">

Charlie - CONFSSIONAL: Today's probably the first day where I *realized* G.C.'s actually playing this game, but <long pause> it's a really difficult decision. <The six castaways can now be seen walking out of camp> Dan and I are holding all the power tonight, and <pause> we're not sure yet what we're gonna do... <'Tally the Vote' plays, as the camera shows an aerial view of the Tribal Council village, before fading out to show the six **Babongo** members sitting down>

Jeff Probst: <narration> At Tribal Council, Randy was left out of the loop and voted for Paloma... <A disgusted Randy can be seen holding his vote up to the camera: **Paloma!**>

Randy: I should *spit* on this... <Paloma and Jacquie are shown holding up their votes for Randy>

Jeff Probst: <narration> *Randy* received votes from Paloma and Jacquie. <Jeff now reaches back into the urn and pulls out the final vote> But in the end, Charlie, Dan, and G.C. banded together and voted Jacquie *out*... <Jeff now reveals the deciding vote to the castaways, before the camera cuts ahead to show Jacquie placing her torch into the slot in front of Jeff>

Jeff Probst: Jacquie, the tribe has spoken. <Jeff can now be seen snuffing out Jacquie's torch>

Jeff Probst: <narration> Only *five* are left. <The camera shows Charlie grabbing his torch> *Who* will be voted out tonight? <An aerial view of the Tribal Council village is shown, as the screen fades out>

Opening Credits: 'Ancient Voices of Gabon' begins to play, as the camera shows a close-up view of the blazing sun shining down on the African grassland, and then abruptly cuts ahead to show a circle of silhouetted tribal dancers. A hippo can be seen emerging from the water and opening its mouth widely, before the **Survivor: Gabon** logo flashes onto the screen for a quick second. Two elephants are shown tromping side-by-side, before the camera shows an aerial view of a grassy cirque. The words "**18 Castaways**" now appear, as the camera shows a rapid clip of the nine **Fang** tribe members hiking through the grasslands. Their tribe name is then shown on a red challenge flag. The first castaway to be shown is **Corinne**. A clip of her walking in front of her tribe's hut is shown, before the camera shows a close-up view of a color-enhanced photo of her grinning. **Ace** is shown using a makeshift "fire bow," as he attempts to start a fire. The camera now cuts ahead to show a medium-sized photo of him with flames flickering around it. A close-up view of a gorilla hanging on to two branches is shown. The camera shows **Michelle** pointing something out on the map, and then scrolls up to her face. A rapid clip of her smiling in a brightly colored photo is now shown. A rapid clip of an eagle perched watchfully in the treetops is shown next. **Gillian** is shown, as she walks through a grassy area. A large black-and-white photo of her with water running down it is then shown. The next castaway is **Charlie**. He is shown carrying an armful of firewood, before the camera abruptly cuts ahead to show a close-up photo of him smiling along the left side of the screen. **Dan** is then shown tethered to several tribemates, as he runs during the first Immunity Challenge. He is now shown in a faraway black-and-white photo. The camera rapidly zooms in on it, and focuses on it for a second, before fading out to show a hippo with its head half-submerged underwater. **Ken** can be seen working on repairing his tribe's hut. He is then shown in a medium-sized photo with water running down the left side of it. A clip of **Paloma** walking during the opening hike is shown. A brightly colored photo of her smiling widely is then shown. The camera shows a close-up view of a smirking **Randy**, before a large black-and-white photo of him flashes onto the screen, and the camera shows a view of a chimpanzee lumbering along the jungle floor. A fast-forwarded view of the sky is shown, as the clouds rapidly shift around a lone tree and day turns to night. The words "**39 Days**" appear on the screen, as the camera cuts ahead to show the starry night sky, and then abruptly cuts ahead to show a close-up view of the **Kota** tribe's yellow challenge flag. The camera shows **Bob** standing in his tribe's yellow canoe, and then fades out to show a close-up photo of him along the left side of the screen. **G.C.** is now shown carrying a long tree branch over his shoulder and then tossing it down. A color-enhanced photo of him with one corner burning is shown next. A python striking at the camera is now shown, before the camera shows the next castaway. **Kelly** can be seen walking alone in a jungle area, before the camera fades out to show a brightly colored photo of her with water running down it along the right side of the screen. A close-up view of **Jacquie** is shown, as she laughs at something and turns her head. The camera then shows a quick photo of her in the middle of the screen. **Marcus** is shown carrying a bundle of sticks, as the camera rapidly zooms in on him, and then fades out to show him smiling in a brightly colored photo with flames flickering around it. A close-up view of a leopard is shown next. The camera shows a clip of a determined **Crystal** running during a challenge. She is then shown in a photo with flames flickering around it. A herd of elephants is then shown roaming through the grasslands, before the camera shows a close-up view of a red river hog. The next castaway is **Sugar**, who is shown in a quick clip from camp, and then in a color-enhanced photo in the middle of the screen. **Matty** can now be seen forcefully chopping into a branch with the machete. A large black-and-white photo of him is then shown. An aerial view of several grassy islands is shown, as the camera scrolls around them. The last castaway to be shown is **Susie**. A close-up view of her emerging from a jungle area

is shown, before the camera cuts ahead to show a large black-and-white photo of her. Lightning can be seen streaking across the dark sky. A quick clip of a tribal mask is then shown next. The camera shows a darkened view of the spooky Tribal Council village and scrolls across many shadowy figures and burning torches. The words “**1 Survivor**” appear on the screen, as the camera shows the silhouette of a castaway standing alone in front of a traditional African hut and holding up a torch triumphantly. Many rapid and indistinguishable images continue to flash onto the screen, before the camera shows the **Survivor: Gabon** logo and focuses on it for a few seconds. The theme music finishes, as the screen fades out.

Babongo Tribe - Night 33

<'Dead Calm' plays, as the camera shows an infrared view of the full moon, and then fades out to show the Babongo tribe's flag. A close-up view of a castaway's torch leaning up against the tribe's hut is shown, before the camera switches angles to show the flickering fire and Charlie can be seen walking over to his tribemates, who are gathered around the fire>

Charlie: Final *Five*, guys; *congratulations*! <The infrared camera then scrolls over to G.C.>

G.C.: <talking aloud> One step *closer*, man... <Another view of Charlie is now shown>

Charlie - CONFESSIOAL: We just got back from Tribal Council; <short pause> *Jacque* got voted out. <Randy is now shown setting his torch down> Randy, I think, is shocked because *he* voted out *Paloma*, and everyone else voted either him or *Jacque*, <The infrared camera then switches angles to show a side view of *Paloma*> so *he's* definitely on the outs... <The camera now turns to show both Randy and G.C. talking by the hut>

G.C.: <to Randy> What's *happenin'*, man? What's goin' on? <The camera zooms in on Randy>

Randy: <to G.C.> Uh, a combination of shock and *relief* I'm still *here*... <G.C. is then shown>

Charlie - CONFESSIOAL: <continued> You know, everyone kinda realized *quickly* that we were the Final Five; um, a whole new game had emerged. <Another close-up view of Charlie is shown> I was looking around the fire tonight and thinking "This is *it*." <The infrared camera now shows a wide view of all five Babongo members> It's kinda like you have to break from the *pack* at this point, so <long pause> this is definitely a pivotal moment in the game. <The camera shows G.C. putting one arm around Dan and his other arm around Charlie>

G.C.: We *gotta* be close *now*; <laughs> there's only a few of us left... <An eerie flute-type sound is then heard, as the camera shows Charlie looking towards *Paloma*>

Charlie - CONFESSIOAL: *My* alliance in this game is with Dan and *Paloma* since Day Two, but <long pause> I'm gonna have to think long and hard about who I can beat in the Final Two and who I'd rather sit next to, Dan or *Paloma*, <A close-up view of Dan is now shown, as he gazes into the fire> so <pause> there's gonna be some interesting *discussions* these next few days, *that's* for sure... <The screen abruptly fades out>

Babongo Tribe - Day 34

<A mysterious music plays, as the camera shows the sun rising in the early morning sky, and then fades out to show the Babongo tribe's flag. Randy and G.C. can both be seen sleeping in the hut, before the camera turns to show Dan striking the flint with the machete>

Dan - CONFESSIOAL: Charlie and I are very, very *tight*. <Charlie is now shown standing beside Dan, as he says "That's frustrating," and Dan strikes the flint again> We hit it off right away, but <long pause> Charlie and *Paloma* are *also* very tight. <The camera now switches angles to show a view of *Paloma*> You

know, every day I see them getting *closer* and it definitely concerns me because the closer they get, the further away *I* get, <Another view of Dan is shown, as a fire ignites> and <pause> I don't want to play third wheel in their alliance.

Dan: <to Charlie> You wanna go check if we got any *treemail*? <The camera then shows the two **Babongo** men walking along a grassy path together>

Dan - CONFESSIOAL: <continued> My plan to go to the Final Two with Charlie's never changed, so <pause> just as long as Charlie feels the same way I think I can be pretty *secure* in my position... <A front view of both Charlie and Dan is then shown, as they continue to talk>

Dan: <to Charlie> I just wanted to talk to you because I'm starting to get *nervous* a little bit...

Charlie: <to Dan> About *Paloma*? <The camera then scrolls back over to Dan again>

Dan: If she wins the final Immunity, she'll probably take *you* to the Final Two, won't she?

Charlie: <to Dan> I *think* so, yeah... <Dan can now be seen subtly nodding his head>

Dan: <to Charlie> I just want to, like, reaffirm our alliance. <Charlie now nods> As long as you're taking me, I mean, I'll take *you* <The camera focuses back in on Dan> even though I think I could beat *Paloma* a lot easier... <Charlie is then shown again>

Charlie: <to Dan> I'm *definitely* taking you. <laughs> You don't have to worry about that... <A reassured Dan can then be seen nodding, as the camera turns back to him>

Dan: <to Charlie> Okay; <short pause> I trust you. <There is an extended silence, as the camera continues to show Dan> You know, if there does come a point where you feel like you need to vote me out, would you just *tell* me first? <Charlie is now shown with an uneasy look on his face> I mean, it *sucks* no matter what, <Charlie says "Yeah"> but <long pause> I wouldn't want a *blindsideside*... <The camera zooms in on a devious Charlie>

Charlie: <to Dan> I wouldn't be able to do that to you. <Dan is then shown smiling>

Dan: <to Charlie> I know there's no *way*... <laughs> <A mysterious flute-type music is now heard, as the camera focuses back in on Charlie>

Charlie - CONFESSIOAL: Lying to Dan is harder than lying to anybody else here, <The camera shows Dan speaking to Charlie> but like, in the Final Five, you have to be out for *yourself*, and <long pause> it's definitely hard to look him in the eyes and say that I'm gonna be 100% true to our *alliance* when in reality, <The camera shows both Dan and Charlie arriving at the treemail basket> I'm thinking about voting him out at the next Tribal Council... <Dan can be seen reaching into the basket and pulling out a rolled-up piece of parchment>

Dan: <to Charlie> Alright; let's take it *back* and read it... <The camera now abruptly cuts ahead to show Charlie and Dan arriving back at camp with treemail>

Charlie: <talking loudly> Hey guys, we got *treemail*! <G.C., Randy, and Paloma are shown>

G.C.: <talking loudly> What do we got? Anything *good*?! <The camera switches angles to show a clip of Dan, as he begins to read the treemail message aloud>

Dan: *What doesn't kill you makes you stronger;*

Today it means much more...

<Dan continues to read the message, before the camera focuses in on a thoughtful Paloma>

Paloma - CONFSSIONAL: In this game, there's only been two people who I've talked about being in the end with and they're both still here, <The camera shows both Charlie and Dan again> so that's definitely an *accomplishment*, like, to make it this *far*, but I mean, you never know what's gonna come at you... <A wide view of all five Babongo members is shown>

G.C.: <talking aloud> Different challenges put *together*... <Charlie nods his head>

Charlie: <to G.C.> It's definitely, like, a second chance. <Randy is now shown with a tense expression on his face> They've had that in other seasons and it's usually, like, the last Reward or the *car*... <The camera then scrolls back over to Paloma again>

Paloma - CONFSSIONAL: You know, I love *Africa*; <short pause> I've lived here for three months before, so <short pause> the reason why I want to win a million dollars is to take some back to Kenya and build a school for the kids that I taught. <The camera continues to focus on a determined Paloma for a few seconds> You know, that's my *motivation*, so <pause> out of any Reward, if there was a way that I could, you know, spend some time with the *kids* here, I would definitely love to *win* it... <A prominent drumbeat is heard, as the screen fades out>

Reward Challenge - Second Chance

<'Blinded Challenge' plays, as the camera shows an aerial view of several grassy hills and then zooms ahead to show a valley, where a multi-stage obstacle course can be seen set up. The camera rapidly scrolls around it, and then abruptly cuts ahead to show Jeff>

Jeff Probst: <talking loudly> Come on *in*, guys! <Another wide aerial view of the entire challenge area is now shown, as the five Babongo members can be seen walking towards their blue tribal mat. A front view of the castaways is then shown, as the camera zooms in on Charlie, and then scrolls over to G.C. Another view of Jeff is now shown next>

Jeff Probst: Final *Five*. <The castaways can be seen gathering into a group on their mat> You guys ready to get to today's *challenge*? <G.C. is now shown nodding his head, as the castaways respond with an enthusiastic "Yes!">

G.C.: Ready to *rock*, man... <Jeff is now shown again>

Jeff Probst: For today's challenge, you will get a chance to *revisit* elements from some of the challenges from the past 34 days. <A view of Dan is shown, as he listens intently> It will take place in four rounds. <The camera then focuses back in on Jeff> For the first round, all *five* of you will race to throw rocks at *tiles*. <A wide view of several colored tiles is shown, as the camera rapidly scrolls across them> When you break your *tile*, <The camera now shows a rock shattering a yellow tile> you'll drop a set of sprocket-shaped puzzle pieces. <A yellow bundle of puzzle pieces now falls to the ground> The first *four* to break their tile move on to the next round, where you will race up and over a 15' A-frame wall <The camera now shows a view of an angled wall> and dig for a *second* set of puzzle pieces. <A close-up view of a male castaway's hands is now shown, as he frantically digs through the dirt> First three to uncover their puzzle pieces move

on to the next round. <Jeff is then shown again> For the third round, you'll *arrange* those seven puzzle pieces so they work together, <The camera cuts ahead to show an incomplete sprocket puzzle> allowing you to lower a *ball*. <A male castaway is now shown turning his cogs, before a red ball can be seen rolling down a chute> The first *two* to release the ball move on to the final round. <The camera shows a clip of all four **Babongo** members, and then turns back to Jeff> For the final round, you will use that ball to navigate a table maze. <A green ball is shown rolling through the maze> If the ball falls in a hole, you start over. <The camera now cuts ahead to show a clip of the green ball rolling into a hole> First person to get their ball into the *finish* net wins Reward. <A prominent drumbeat is heard, as the camera shows a blue ball rolling into the final hole. Another view of Jeff is then shown>

Jeff Probst: Wanna know what you're playin' for? <Dan is shown smiling and nodding>

Dan: *Absolutely...* <Jeff can be seen pulling a rope, which lowers a cover from a brand new truck. Excited cheers can be heard from the castaways>

Jeff Probst: The winner of today's challenge will win *this*: <short pause> a 2009 Ford F350 Super Duty truck. <A wide view of the truck is shown, as the camera rapidly scrolls around it and then zooms in on the Ford emblem> You will take this truck and this box filled with *school* supplies <A close-up view of a large wooden box is shown next> and deliver them to a Gabonese *school*... <Charlie can now be seen smiling and nodding his head>

Charlie: *Nice...* <An emotional Paloma is then shown, before the camera goes back to Jeff>

Jeff Probst: All of this made possible by our good friends at *Ford*. <Randy is now shown with a slight smile on his face> Gonna be a very exciting day for the school. <A view of G.C. is then shown> They, in turn, want to treat you to a nice picnic *lunch*. <A few gasps and awes are heard from the castaways, before the camera focuses in on an excited Dan> Should be a fun *afternoon*... <The camera now scrolls back over to Jeff>

Jeff Probst: In addition, the winner of the challenge will send one person to *Exile*... <The camera now shows a close-up view of a thoughtful-looking Dan>

Jeff Probst: I *know* it's worth playing for. <Jeff is shown again> We'll draw for spots; <short pause> get started... <An African chant is heard, as the camera abruptly cuts ahead to show an overhead view of the entire challenge area, and then rapidly scrolls across each of the obstacles. The camera now fades out to show another view of Jeff>

Jeff Probst: <talking loudly> Here we go! <A wide view of the five **Babongo** members at the starting line is shown> For *Reward*! The first four people to break their tile move on to the next round! <The camera zooms in on G.C., before switching angles to show Jeff raising his arm> *Survivors ready?!* <Jeff can now be seen lowering his arm> *GO!* <A dramatic music begins to play, as the camera shows a wide view of each of the castaways frantically grabbing rocks and then tossing them at their tiles. The camera focuses in on Charlie, as he throws his first rock, and then switches angles to show G.C. throwing a rock and narrowly missing his tile>

Jeff Probst: <narration> Throwing rocks to break *tiles*! <Randy can be seen throwing a rock, before the camera turns to Paloma. Dan is then shown grabbing a

blue rock and tossing it, as it shatters his tile and his bundle of puzzle pieces drops to the ground>

Jeff Probst: <narration> *Dan* has it! *He's* movin' on! <Randy is then shown throwing another rock, as it hits his white tile and shatters it>

Jeff Probst: <narration> Randy's moving on! <Rapid clips of each of the other three **Babongo** members are shown, as Paloma tosses a rock and misses. The camera abruptly cuts ahead to show Charlie throwing a rock and shattering his yellow tile>

Jeff Probst: <narration> Charlie's movin' on! <The camera abruptly switches angles to show a close-up view of G.C.'s green tile, as a rock hits it right in the middle and shatters it>

Jeff Probst: <narration> And *G.C.*'s movin' on! <G.C. is now shown with a relieved look on his face, before the camera scrolls over to Paloma, who picks up another rock>

Jeff Probst: <narration> Paloma doesn't get it. <Paloma then tosses the rock back onto the ground> **Everybody else movin' on to the next round.** <A wide view of the challenge area is shown, as a frowning Paloma can be seen sitting down on the bench>

Jeff Probst: <narration> Paloma does not look too *happy*. <Paloma is shown with a sad look on her face> **She wanted that *Reward*...** <A prominent drumbeat is heard, as the camera shows a thoughtful G.C. looking up. The camera then cuts ahead to show Jeff again>

Jeff Probst: <talking loudly> Here we go! <A clip of the four **Babongo** men at the starting line is shown> The first *three* to uncover their bundle of puzzle pieces move on to the next round. <A close-up view of Charlie is shown> **Survivors ready?!** <Jeff is shown again, as he lowers his arm> **GO!** <The camera shows the four men racing forward, and then switches to show an aerial view of the challenge area>

Jeff Probst: <narration> Second round: <short pause> gotta go up and over a 15' wall! <G.C. can be seen climbing up the wall as fast as he can, before the camera scrolls back to show both Dan and Charlie. Randy can then be seen arriving at the wall>

Jeff Probst: <narration> G.C. in the lead! <G.C. is now shown reaching the top of the wall and racing down the backside> **Dan right in it!** <Dan can then be seen climbing over the top of the wall> **Charlie and Randy still in it...** <Rapid views of both Charlie and Randy are shown, before the camera cuts ahead to show G.C. arriving at his sand pit>

Jeff Probst: <narration> You're looking for a bundle of puzzle pieces! <The camera shows G.C. frantically digging through the dirt, before zooming out to show Dan arriving at his sand pit. A prominent drumbeat is heard, as the camera shows G.C. unearthing his bundle of green puzzle pieces and pulling it out of the dirt>

Jeff Probst: <narration> G.C.'s good; <short pause> *he's* moving on! <A wide view of the challenge area is shown, as Charlie and Randy can both be seen arriving at their respective sand pits. The camera then shows Dan digging through the dirt, before he finds his bundle of blue puzzle pieces and then pulls it out of the ground>

Jeff Probst: <narration> Dan's moving on! <The camera turns to show a close-up view of a determined Randy, as he digs through the dirt>

Jeff Probst: <narration> There's one spot left. <Both Randy and Charlie can now be seen digging> It is between Randy and *Charlie*... <The camera continues to focus on Charlie, as he can be seen uncovering his yellow bundle. A clip of Dan and G.C. is shown next>

Dan: <talking loudly> Let's *go*, Charlie! Pull it out! <Charlie now pulls his bundle of puzzle pieces out of the dirt, before the camera shows Randy turning his head>

Jeff Probst: <narration> It is *Charlie* moving on! <Charlie is now shown with a relieved look on his face> Randy, take a spot on the bench... <A prominent sound is heard, as the camera shows a frustrated Randy sitting on the opposite end of the bench as Paloma, and then abruptly cuts ahead to show the three remaining **Babongo** members at the starting line>

Jeff Probst: <narration> Alright; <short pause> for this round, you must arrange those seven puzzle pieces so they work together to lower a *ball*. <The camera now zooms in on a thoughtful-looking Charlie> First *two* to finish move on to the final round! <A rapid view of a blank puzzle board is shown, before the camera shows Jeff raising his arm>

Jeff Probst: <talking loudly> Survivors *ready*?! <Jeff can be seen lowering his arm> *GO*! <The music speeds up and becomes more dramatic, as the camera shows the three **Babongo** members racing over to their puzzle boards and beginning to arrange their cogs. Quick views of each of the men are shown, as they place sprockets onto their board>

Jeff Probst: <narration> Charlie making quick *work* of it! <The camera now cuts ahead to show Charlie placing his smallest cog onto his puzzle board> He's got *three* pieces completed, but does he have the right *ones*? <A pensive Dan is now shown placing one of the largest sprockets onto his puzzle board, as he turns the ones he already has placed down>

Jeff Probst: <narration> There are seven pieces *total* to this puzzle. <A view of G.C. is then shown next, as he sets another cog down onto his board> All the pieces should interlock so that when you turn them they lower the ball! <The camera now shows a clip of a frantic Charlie, who begins to turn his cogs, but several of them don't spin>

Jeff Probst: <narration> Charlie's hit a *roadblock* now! <A rapid clip of both Randy and Paloma watching closely is shown, before the camera switches angles to show all three **Babongo** members working on their puzzles. Dan now places another sprocket onto his board>

Jeff Probst: <narration> Dan has five pieces. <Dan reaches down to pick up another cog> He's over halfway finished, if he's right... <Charlie can be seen switching two of his cogs, before the camera focuses back in on G.C., who continues to work on his puzzle>

Jeff Probst: <narration> G.C. gotta catch *up*! <Charlie is shown with a puzzled look on his face, as he examines his board> Charlie trying to figure out which piece he has to move... <There is a prominent sound, as the camera scrolls back over to Dan and he places his final cog>

Jeff Probst: <narration> Two people moving on to the final round. <Dan can now be seen frantically turning his blue sprockets, as his ball begins to lower>

Jeff Probst: <narration> Dan is lowering his ball! <A quick clip of G.C. is then shown> Dan is very close to being into the final round! <The blue ball is then shown rolling down a chute>

Jeff Probst: <narration> Gotta hit the table! <A view of an anxious Dan is shown, before his ball lands on the table> Dan, you're good! Dan's movin' on! <Rapid views of both Charlie and G.C. are shown next> One more person movin' on. <Charlie is shown switching two cogs again, before the camera shows G.C. placing his final sprocket into place>

Jeff Probst: <narration> G.C. gonna give it a try now! <G.C. begins to turn his sprockets, as all seven puzzle pieces turn and his green ball begins to lower. It then rolls down a chute and lands on his table, before the camera shows a relieved G.C. taking a deep breath>

Jeff Probst: <narration> G.C., you're *good*! <G.C. can now be seen high-fiving Dan, as he says "Nice job"> G.C. movin' on! <A disappointed Charlie is then shown>

Dan: Nice job, Charlie... <The camera abruptly cuts ahead to show an overhead view of the entire challenge area, before fading out to show Jeff again>

Jeff Probst: <narration> Alright; <short pause> the final round. <A close-up view of a determined G.C. is shown> It is G.C. and Dan. <Dan now smiles> The first to maneuver the ball through the maze and into the final net wins Reward. <Jeff is then shown raising his arm>

Jeff Probst: <talking loudly> Survivors *ready*?! <The camera now shows Jeff lowering his arm> *GO*! <'The Game Is On' begins to play, as the camera shows a wide view of the two castaways, as they both place their balls into their table mazes and begin to raise and lower their corners. The camera focuses on Dan, as his blue ball rolls down a corridor>

Jeff Probst: <narration> A very simple *task* in this round: <short pause> get the ball from the start to the finish. <G.C. can now be seen tilting his maze to the right, as the ball rolls down another path> Along the way, you're gonna have to avoid the *decoy* holes... <The camera continues to show G.C. for a few seconds, as his green ball rolls past a hole>

Jeff Probst: <narration> G.C. off to a good start. <A rapid clip of Charlie, Randy, and Paloma is shown, before the camera shows Dan tilting his maze and his ball rights into a hole>

Jeff Probst: <narration> Dan's gotta start over again! <Dan picks the ball up off the ground and places it back down into his maze, before the camera turns back to G.C.>

Jeff Probst: <narration> G.C. very *calm*, very *cautious*. <A close-up view of G.C.'s green ball is shown, as it rolls past another decoy hole> He has not hit a hole *yet*... <The camera now switches angles to show Dan, as he continues to maneuver his ball through the maze>

Jeff Probst: <narration> Dan trying to make up time. <Dan's blue ball is shown rolling down a long corridor> One wrong move in this maze and you'll have to start *over*... <Rapid views of both Dan and G.C. are shown, as their balls continue to roll forward>

Jeff Probst: <narration> Dan tryin' to catch up to G.C. <Dan is shown quickly tilting his maze to the left, as the ball sharply rolls and goes into a decoy hole> And with that, Dan is starting *over* again... <A prominent drumbeat is heard, as Dan places his ball back into the maze and then looks towards G.C., who is almost at the finish hole>

Jeff Probst: <narration> This is G.C.'s to lose. <The camera continues to focus on G.C.> Nice truck on the line! <Paloma is shown with an uneasy look on her face,

before the camera scrolls over to Randy> G.C. *has* it... <G.C.'s green ball is now shown rolling towards the final hole>

G.C.: <talking aloud> *Nice* and *cool*... <The camera continues to show G.C.'s ball, as it rolls forward and goes into the final net. Jeff is then shown raising his arms>

Jeff Probst: <shouting> Just like that, G.C. wins *Reward*! <An overjoyed G.C. can now be seen cheering loudly> 2009 Ford F350 Super Duty! <The camera continues to focus on an excited G.C., as he runs over to the Ford truck and then climbs into it>

G.C.: <shouting> Are you freakin' *serious*, man?! <The camera abruptly switches angles to show the other four **Babongo** members clapping, before cutting ahead to show the castaways reassembled on their blue tribal mat. Jeff is then shown again>

Jeff Probst: G.C., come on *over*. <The other four **Babongo** members can now be seen clapping, as an anxious G.C. walks over to Jeff>

Jeff Probst: <to G.C.> *First* order of business: <short pause> you're gonna take one person *with* you on the *Reward*... <A teary-eyed Paloma is then shown wiping her eyes, before the camera scrolls back over to G.C., who is looking towards Jeff>

G.C.: I'm gonna have to go with *Paloma*... <Paloma is now shown smiling happily>

Paloma: <excitedly> *Yay*... <The camera now shows a joyful Paloma running over to G.C. and hugging him. The camera then cuts back to Jeff again>

Jeff Probst: <to G.C.> Second big decision: <short pause> you're sending one of these other *three* to Exile, <The camera now shows a wide view of Charlie, Dan, and Randy> meaning you will leave *two* people back at camp... <A close-up view of an expressionless Charlie is shown, before the camera switches angles to show a thoughtful-looking G.C. again>

G.C.: *Sorry*, Dan; <Dan is then shown smiling and subtly nodding his head> gotta send you back *out*, man... <The camera now turns back to Jeff>

Jeff Probst: Dan goin' to Exile for the *third* time. <Charlie is now shown patting Dan on the back, as he whispers something inaudible> Alright, Dan; <short pause> grab your stuff. <Dan can be seen picking up his bag and slinging it over his arm> Head *out*. <The camera now shows Jeff holding out a rolled-up map, as Dan takes it from him>

Jeff Probst: Dan *will* return in time for the next Immunity Challenge... <The camera continues to show Dan for a few seconds, as he walks out of the challenge area. Another view of both Paloma and G.C. is shown, before the camera scrolls back over to Jeff>

Jeff Probst: Charlie, Randy, <Randy is shown with a careless look on his face> got nothin' for ya. <Jeff is then shown again> Grab your *stuff*; <short pause> head back to camp... <The camera now shows Charlie and Randy walking out of the challenge area, as Charlie waves>

Charlie: Have *fun*... <Jeff can then be seen looking towards G.C. and Paloma>

Jeff Probst: Alright, G.C., Paloma, <short pause> you're gonna drive to the school. <G.C. nods his head> They keys are in the ignition. *Enjoy*! <The camera now shows both G.C. and Paloma walking towards the Ford truck together, before zooming in on a victorious G.C.>

G.C. - CONFESSIONAL: I took Paloma mostly because she really wanted to be the one to go to the school but, <pause> there's strategy in it too, you know? <Paloma is shown climbing into the front seat of the truck> If I'm sittin' in the Final

Two, I may just get her vote, <G.C. is then shown> but <long pause> first I gotta figure out a way to split up their alliance, and if I can do *that*, man, I think I got a chance to win this *game*... <Another view of G.C. and Paloma in the truck is then shown, before the screen abruptly fades out>

Babongo Tribe - Day 34

<'Good News' plays, as the camera shows a clip of a caterpillar crawling across a branch and then scrolls over to the Babongo tribe's flag. Both Charlie and Randy can now be seen returning back to camp, before Charlie sets his water canteen down in the hut>

Charlie: <to Randy> Just me and *you*... <laughs> <The camera continues to show Charlie>

Charlie - CONFESSIOAL: Randy and I are back at camp *alone* today, so <pause> I think it'll be another boring day at Babongo. <A clip of Randy swimming in the shallow lake waters is shown> You know, we probably won't *talk* much, <laughs> so <pause> I almost wish G.C. had sent me to *Exile* because I would have loved to take everything I've learned in 36 days and see if I can actually *survive* out there... <'The Gathering' begins to play, as the camera shows a fast-forwarded view of the sky and then fades out to show Charlie dumping an armful of firewood down by the fire. He then adds sticks and kindling to the fire>

Charlie: I'm gonna have to keep this fire going all by myself... <Charlie is shown again>

Charlie - CONFESSIOAL: <continued> Honestly, I tend to be very *pessimistic* in my normal life at home and when I came here, I didn't think I would make it past the first Tribal, <Charlie continues to tend to the fire> so I'm *completely* surprised at how well I've done out here for 36 days. <The camera now shows a clip of Charlie slicing into a fish>

Charlie: <to camera> I can't believe I'm cleaning my own *fish* for lunch right now... <The camera continues to focus on Charlie for a few seconds>

Charlie - CONFESSIOAL: <continued> But, <pause> even though it's definitely been the *hardest* time of my life, <Charlie is now shown sitting by the fire, as the fish cooks> I feel pretty honored every day I get to stay out here and experience this place, so <long pause> I can be *proud* for that... <laughs> <The screen then fades out>

Babongo Tribe - Reward

<'Wonderment' plays, as the camera shows a view of a winding dirt road heading through the grassy African terrain and the Ford Super Duty truck can be seen driving along it. A side view of the truck driving ahead is shown, before the camera the camera switches to a front view of it, and then cuts ahead to show both G.C. and Paloma in the front seats>

G.C.: <excitedly> Oh, man; this is *great*! <laughs> <Paloma can be seen smiling>

Paloma: <to G.C.> *Yeah*; you got a *truck*! <The camera scrolls back over to G.C. again>

G.C. - CONFESSIOAL: Winning the challenge today feels *great*; you know what I mean? I just won a Ford F350 pick-truck, and I don't think I could be *happier*.

<Another aerial view of the truck driving through the grassland is shown> I mean, it *looks* cool; <short pause> it definitely *feels* cool to drive. <The camera focuses back in on G.C., as he drives> I'm gonna be the hottest thing around *P-Town [Portland, OR]* now... <laughs> <Another view of both G.C. and Paloma is then shown again, before the camera zooms in on G.C.>

G.C.: This is *one* ride I'm not gonna have to pimp up... <Another view of G.C. is shown>

G.C. - CONFESSIOAL: The bigger part of the Reward was going to drop off supplies to a school out in *Gabon*, which I was definitely *excited* about. <A view of the large box of school supplies in the back of the truck is shown> You know, I didn't *have* the best upbringing. I never graduated college, so <pause> you know, if I can help one kid have a better childhood than I did and get a better *education*, then I'll feel like, you know, I've done my *job*... <'Bwiti Hey Yaaah,' as the camera shows an aerial view of the Gabonese school building. The camera cuts ahead to show G.C. and Paloma pulling up to it and then stepping out of the truck>

G.C.: <to Paloma> Let's go to *school*, man... <laughs> <An African man is now shown walking up to G.C. and Paloma, and shaking both of their hands>

G.C. - CONFESSIOAL: We pulled up to the school and we were welcomed by one of the teachers <G.C. asks "How're you *doin'?*"> who told us about, you know, the difficulty of looking after all of the kids and stuff... <The camera now zooms in on Freddy, the African man>

Freddy: At the moment, we have shortage of *teachers*... <Paloma is then shown next>

Paloma: <to Freddy> Like, do you have enough *equipment* for all of the children? <The camera then zooms out to show Paloma, G.C., and Freddy, as he shakes his head>

Freddy: <to Paloma> There are so many, *so many* that it will be *expensive* to educate all of them... <The camera now focuses back in on G.C. again>

G.C.: <to Freddy> Well, we got something that's probably gonna help you guys *out*... <A view of excited African children rushing out of the school building is then shown next>

G.C. - CONFESSIOAL: <continued> Next thing you know, all these kids just started pouring out of the school and *cheering* <The camera continues to show the cheering kids> and, uh, we climbed into the back of the truck, opened up the box, <G.C. and Paloma can now be seen propping the large box open> and there was just all kinds of *school* supplies, man. <G.C. is shown taking a soccer ball out of the box>

G.C.: Who likes *soccer*?! <Several boys can be seen raising their hands excitedly>

Paloma - CONFESSIOAL: We had, like, *sporting* equipment, <Paloma is shown handing a basketball to a young boy> board games, <The camera shows a container with several board games in it> *art* supplies, <G.C. can be seen handing a box of crayons to a girl> musical instruments, <A clip of Paloma shaking a tambourine is shown next> *workbooks*, <G.C. can be heard saying "This is, like, *bottomless*," as he hands out several picture books> like, all things that they need that they don't have here in Africa, <G.C. is then shown passing out baseball gloves and hula hoops> and, I mean, their eyes lit up like it was *Christmas*... <laughs> <The camera continues to show a wide view of both G.C. and Paloma for a few seconds>

G.C.: <talking aloud> Makes you feel kinda like *Santa* Claus a little bit... <laughs>
<Paloma is then shown handing out a tennis racket, before the camera scrolls back over to G.C.>

G.C. - CONFESSIOAL: This Reward was definitely a personal *connection* for me. You know, these kids out here just need someone to help them out and give 'em a *hand*, you know, <A clip of a crowd of smiling children is shown> and, and *believe* in them. <G.C. is then shown again> I mean, I didn't have a lot of people pushin' me when I was young and I got into some stuff I shouldn't have been *doing*, but <long pause> all it takes is for one person to reach out and help these kids reach their potential, and that can change the *world*, man... <'Ain't Gonna Die' begins to play, as the camera shows a clip of Paloma twirling a skipping rope and two African girls can be seen skipping. G.C. is then shown talking to a group of children>

G.C.: Repeat after me: I will stay in *school*... <The children can then be heard repeating "I will stay in school," as the camera continues to focus on a joyful G.C.>

G.C. - CONFESSIOAL: In the midst of this game that we're playing for a million dollars, <A clip of Paloma drawing pictures with three children is shown> we were able to help some kids out and, I mean, just have *fun*, man, <The camera then shows playing soccer with a group of African children> and you know *what?* That's *priceless*. <The camera continues to focus on G.C. for a few seconds> You can't *put* a price on that... <'Party Hardy' begins to play, as the camera abruptly cuts ahead to show an overhead view of the school building and then fades out to show G.C., Paloma, the children, and teachers eating lunch inside the classroom>

G.C. - CONFESSIOAL: After we handed out all the stuff from the box, we sat down and *ate* with them, <G.C. is then shown biting into a sandwich> and I was *starving*, man! <laughs> My stomach was ready for me to, uh, *chow* down... <Rapid clips of both Paloma and G.C. eating is then shown, as indistinct chatter can be heard from the children>

Prisca: I'm in my sixth year and when I grow up I want to be a *lawyer*... <G.C. says "Wow!" before the camera scrolls over to an emotional Paloma>

Paloma - CONFESSIOAL: This is, like, a big, big *deal* to these kids. <Paloma can now be seen hugging Prisca> I mean, this is something they'll remember for the rest of their lives, but <long pause> you know, the people here are always so happy, and so *friendly* and, like, *smiling*. <A close-up view of several smiling children is then shown> The children are so beautiful; like, they have such big hearts and bright smiles, <The camera now scrolls across the children> even when they have so *little*. <The camera then cuts ahead to show G.C. shaking hands and pounding fists with some of the older boys>

G.C.: Y'all *remember* that now... <The camera continues to focus on G.C.>

G.C. - CONFESSIOAL: It went by really, really fast; <short pause> I know I wasn't the *only* one who didn't want to go back, <The camera now shows a teary-eyed Paloma looking at the children> but <long pause> it's definitely *changed* me, you know, in just a few *hours*. <A close-up view of an emotional G.C. is shown next> Like, even though I might not have the *best* life back home, I'm definitely *thankful* for what I have; <short pause> you know, I just won a new *truck*, <laughs> and <long pause> I won't ever take it for granted again... <A prominent sound is now heard, before the screen abruptly fades out>

<'Darkness' begins to play, as the aerial camera shows an overhead view of the entire 'Exile' area, and Dan can be seen walking along a grassy path towards the wooden bridge>

Dan - CONFESSIO**NAL**: G.C. sent me back to Exile today, and <long pause> it's really emotionally *difficult* to be secluded by yourself for 48 full hours, <The camera now focuses in on Dan, as he sits outside of the luxurious hut> especially when you're already secluded from your family and friends for a significant amount of time. <The camera continues to show a worn-out Dan for a few seconds> Um, it's not *fun* and it's not fun sleeping in the cold. <Dan is now shown looking into the hut, as he holds his hands against the door>

Dan: <to camera> I see *lobster* on the table... <laughs> <The camera shows a rapid clip of the wooden apple, and then scrolls over to a table with a huge feast spread out across it>

Dan - CONFESSIO**NAL**: I think G.C. had the right strategy, so this time I think I'm gonna go ahead and choose *Comfort*. <The music becomes more upbeat, as the camera shows Dan entering the hut and rushing over to the table> Even though I know I'm taking a *disadvantage* in the next Immunity Challenge, hopefully I'll be able to overcome that, but <long pause> / trust Charlie enough after 35 days that I don't think I *need* it... <'Lighthearted' now plays, as the camera shows a wide-eyed Dan enjoying his meal of lobster>

Dan: <talking aloud> This is, like, my own *feast*. I don't know what to *do*... <laughs> <The camera continues to show Dan, as he butters a bread roll and then bites into it>

Dan - CONFESSIO**NAL**: I felt like it was, I don't know, a *mirage* in the middle of the *desert*, <A clip of Dan licking his fingers is shown next, as he says "Mmm"> like as soon as I walked into the gazebo and sat down it was gonna disappear, <Dan can now be seen drinking a glass of wine> but <long pause> I had a great *meal*... <laughs> <The camera now fades out to show a clip of Dan lounging comfortably in the hammock>

Dan: <talking aloud> Since when is coming to Exile a *good* thing? <laughs> <Dan can be seen fluffing a pillow against his back> This is *unbelievable*... <'Legacy' begins to play, as the camera shows a wide view of the clouds rapidly shifting around the hut and day turns to night and then back to day again. The camera then focuses in on Dan waking up in the hammock>

Dan: <talking aloud> Breakfast *too*?! <A clip of breakfast waiting on the table is shown next>

Dan - CONFESSIO**NAL**: 35 days ago, I came into this game not sure who I was, and I can't believe who Dan Kay *is* right now. <Dan can now be seen eating a piece of bacon> Um, I'm becoming a *confident* person for every second I spend out here, <The camera continues to show Dan eating breakfast> and <long pause> you know, it's *completely* possible that I think I'm safe and I'm *not*. <A wide view of the luxurious hut is shown next> I mean, I spent two days in Comfort, but <pause> if I think back to the Book of Genesis, um, Eve ate the apple and basically got voted out, <laughs> <Another view of the wooden apple is then shown> so I hope that my giving into *temptation* and eating the apple doesn't lead to *me* having to leave the game. I don't want to be out of the Garden of *Eden*...

<laughs> <A haunting tribal chant is heard, as the camera shows a close-up view of Dan, before the screen fades out>

Babongo Tribe - Day 36

<'Tentative' plays, as the infrared camera shows a view of the night sky, and then zooms in on the full moon, before fading out to show the sun rising above the Babongo tribe's hut. A view of the tribe's canoe is then shown, as sunlight reflects off of the calm lake waters. The camera now switches angles to show the four castaways gathered around the main camp area>

Charlie: I just want to bring something up, like, while we're all here. <The camera now shows the four Babongo members> I think that it would be in everybody's best interests to think about voting out *Dan*. <There is a prominent drumbeat, as the camera shows Randy looking up> He's a physical threat; <short pause> he's a *jury* threat... <G.C. nods his head>

G.C.: You're definitely right about *that*... <Charlie can be seen turning towards G.C.>

Charlie: You've seen the last *challenges*? They're always, like, *endurance*, and "how long can you hang on for a million dollars?" <G.C. is now shown with a thoughtful look on his face, as he subtly nods his head> If there's any *strength* involved, I think he would have a *really* good *chance*, <Another view of Charlie is shown next> and <pause> he *would* beat any one of us in the Final Two, so... <The camera now switches angles to show Paloma>

Paloma: Nobody would vote *against* him... <The camera then cuts back to Charlie>

Charlie: Honestly, like, it's the best *vote*. <An eerie sound is heard, as the camera scrolls across each of the four Babongo members, and then returns to Charlie>

Charlie - CONFESSIONAL: If I *do* end up turning on Dan and voting him off tonight, I'll feel really bad, but this is the *game*. We're all out here to win a million dollars. <The camera continues to focus on Charlie for a few seconds> You know, this is what you have to *do* to get to the *end*, and <short pause> I really believe you need to have, like, a big *move* in order to win... <Another view of a calculating Charlie is shown>

Charlie: You have to understand, like, you guys would both be going another round further as opposed to going *next*... <A close-up view of a pensive G.C. is now shown next>

G.C.: <to Charlie> Well, if that'll help get me one step *closer*, then I'll vote Dan... <The camera then scrolls back over to Charlie, who has a confident expression on his face>

Charlie - CONFESSIONAL: It's always a *risk* to strategize *too* much before an Immunity Challenge because if Dan wins the challenge, you know, Randy and G.C. could go to him and tell him what we've been *talking* about, <A mysterious shift in the music occurs, as the camera shows Randy glaring ahead> but I think it's important to get a good *game* plan in place so that we're all on the same page heading into this next challenge... <The camera now shows another wide view of the four Babongo members sitting around the fire>

Paloma: I mean, depending on who wins *Immunity*, it could throw everything off...
<Charlie can now be seen nodding his head, as the camera focuses back in on him>

Charlie: We have to get Immunity this time. <Another view of Paloma is then shown>

Paloma: Yeah, *one* of us needs to get it... <A close-up view of a contemplative Randy is shown, before the camera switches angles to show Charlie again>

Charlie: And <long pause> if we have any kind of chance to make sure he *doesn't* win, I think that we *should*... <The camera shows Randy looking up, and then turns to show G.C.>

G.C. - CONFSSIONAL: The discussion around camp right now is, uh, everybody's gonna vote for *Dan* at tonight's Tribal Council. <Charlie can be heard saying something, as Randy nods his head> It *seems* like it's a for sure thing, but I mean, you never know. <The camera then cuts back to G.C.> He might win *Immunity* again today, so <long pause> you know, you can never count out anyone in this game... <A prominent drumbeat is heard, as the camera shows a clip of several elephants tromping through the grassland, and then abruptly cuts ahead to show Charlie and Paloma returning back to camp with treemail>

Paloma: <shouting> *Treemail!* <Charlie can then be heard saying "And there's a puck," as the camera zooms out to show all four **Babongo** members and Charlie reads the message>

Charlie: *Some may be faster and smarter and such;
But this time you're safe, if you have the right touch.
With the Final Four pending, you don't want to lose;
Or at Tribal Council, it could be you that they choose...*

Randy - CONFSSIONAL: Charlie is a *very* strategic player, *much* more so than Dan, <The camera now shows Charlie examining the treemail message> and he knows the game inside and out. <Another wide view of the four **Babongo** members is then shown>

Charlie: I think it's gonna be that challenge with the *pucks* <Randy can be heard saying "Oh"> and you have to get it closest to the 'X'... <Randy now nods his head in agreement>

Randy - CONFSSIONAL: <continued> You know, and I actually sorta *like* Dan. I think he kinda gets where I'm *coming* from, so <long pause> you know, we'll see. <The camera shows another clip of the four castaways> Dan may be the next to go; <short pause> uh, it may also be *Charlie*... <A view of Paloma and Charlie talking in front of the hut is shown next>

Charlie: <to Paloma> The four of us are on board for *Dan*, so <pause> we just have to make sure he doesn't *win* today... <Paloma nods her head and says "Yeah">

Randy - CONFSSIONAL: <continued> Charlie and *Paloma* need to be broken up. <Both Paloma and Charlie are shown next> There's no way they can both be in the Top Four... <A prominent drumbeat is now heard, before the screen abruptly fades out>

Immunity Challenge - Gabon Shuffle

<A dramatic music plays, as the camera shows an aerial wide view of the vast African grassland and a family of elephants can be seen marching through the savannah. The camera then flies over to the jungles and zooms in on a clearing, where a large shuffleboard table can be seen. The camera then fades out to show a close-up view of Jeff>

Jeff Probst: <talking loudly> Come on in, guys! <The camera turns to show a side view of the four **Babongo** members walking in to the challenge area, and then focuses in on Charlie and Randy, before zooming out to show them gathering into a group on their blue tribal mat. The camera then abruptly cuts back to Jeff again>

Jeff Probst: We'll now bring in *Dan*, returning from Exile... <A front view of Dan emerging from a jungle area with the wooden apple in his hand is shown, as Paloma can be seen staring ahead. Dan is then shown handing the apple to Jeff, before he walks back over to his **Babongo** tribemates and joins them on the blue mat. Dan then high-fives Charlie>

Dan: *Hello!* <Another view of Jeff is then shown next>

Jeff Probst: <to Dan> Welcome *back*... <Dan is shown smiling and nodding his head>

Dan: *Thank you*... <The camera then switches angles to show Jeff again>

Jeff Probst: As you can see, Dan opted to take the *Comfort*, <Jeff can be seen holding the wooden apple in his hand, before a prominent sound is heard, and the camera turns to Charlie> so he will be given a disadvantage for today's Immunity Challenge. <A close-up view of G.C. is now shown next> I'll explain that at the *end*... <The camera then cuts back to Jeff>

Jeff Probst: First things *first*, *Dan*; <Dan can now be seen taking off the Immunity necklace> I'll take back the necklace. <A view of Jeff is shown, as Dan hands him the necklace. The camera shows a wide view of several **Babongo** members, and then zooms in on Charlie, before scrolling back over to Jeff, as he sets the Immunity necklace back up on its stand>

Jeff Probst: Once *again*, Immunity is back up for grabs. <There is a prominent drumbeat, as the camera shows a determined G.C., and then returns to Jeff>

Jeff Probst: For today's challenge, you're gonna take part in a Survivor version of shuffleboard. <A wide view of a raised shuffleboard table with marked zones is shown> You'll each have three pucks. <The camera now shows five stacks of colored pucks on the board> One at a time, you'll slide your pucks across a board that's been divided into zones, <A clip of a yellow puck sliding across the board is shown, as it lands in a section labeled "2"> each worth different point values, ranging from 1 to 5. <The camera abruptly cuts ahead to show the smallest zone, which is marked "5"> At the end of three rounds, <A green puck is now shown sliding across the board and hitting a red puck> the person whose pucks add up to the highest *score* wins Immunity; <short pause> guaranteed a one-in-four shot at winning the million dollars. <A prominent sound is heard, as the camera shows Dan smiling and raising his eyebrows> Losers go to Tribal Council, and you know what happens: <A view of all five castaways is now shown> somebody will be voted out of this game... <Jeff is shown again>

Jeff Probst: Now for Dan's disadvantage: <Jeff pauses, as the camera shows Dan running his hand across his mouth> you will have only *two* pucks compared to everyone else's three, which means your chances of winning are gonna be greatly *reduced*. <The camera now zooms out to show another view of the entire **Babongo**

tribe> Keep in *mind*, it's not gonna be *impossible* for you to win. <Dan can now be seen nodding his head knowingly> It's just gonna be a little *harder*... <The camera then switches angles to show Jeff again>

Jeff Probst: Ready to get *to* it? <Another view of the five **Babongo** members is shown next, as they nod their heads> *Okay*; <short pause> we'll draw for order and get started... <The camera abruptly cuts ahead to show a blue puck being slid across the board, before zooming out to show the entire shuffleboard table and then fading into a fast-forwarded view of the clouds shifting in the sky. The camera then fades out again to show Jeff>

Jeff Probst: Alright; we have our *order*. <The camera turns to show a close-up view of Paloma> Paloma, you're first up this round... <A clip of Paloma is now shown, as she steps forward and places her first green puck down onto the board>

Jeff Probst: <narration> Everybody will have three pucks, except for *Dan*, <The camera now switches angles to show an expressionless Dan again> and we will rotate the order every *round* <Another view of all five **Babongo** members is shown next> so that each time you move one down... <The camera now focuses back in on Paloma, as she concentrates on her puck and then launches it across the board>

Jeff Probst: <narration> Two points. <The puck now stops in a zone labeled "2"> The person with the *highest* score at the end of three rounds wins Immunity... <Paloma can be seen walking over to the end of the line, as Charlie walks over to the shuffleboard table>

Jeff Probst: <narration> Charlie now up with his first shot... <Charlie now puts his hand over his first red puck and then slides it forward. The puck can be seen quickly sliding across the board, before it stops in a section marked "4">

Jeff Probst: <narration> Charlie scores 4. <Charlie is then shown smiling, as Dan says "*Great job!*"> You're currently in first place, but don't get *too* confident. <A wide view of all five castaways is shown, as Charlie joins the end of the line> You can *easily* be knocked out in this challenge... <There is a prominent drumbeat, as the camera shows Randy walking over to the shuffleboard table and grabbing his first blue puck>

Jeff Probst: <narration> Randy... <Randy can now be seen launching his puck, as it deflects off the side of the board and lands in a zone marked "1">

Jeff Probst: <narration> Randy scores 1 on his first puck... <Randy is then shown> **Randy:** *Okay*... <The camera shows Randy joining the end of the line, as G.C. walks over to the board and picks up his first yellow puck>

G.C.: <talking aloud> Let's *do* this... <He then sets it down and slides it across the board>

Jeff Probst: <narration> *G.C.* with his first shot... <The yellow puck can be seen sliding across the board, before it lands in a zone labeled "2">

Jeff Probst: <narration> *G.C.* scores 2. <*G.C.* now nods his head> Charlie still in the lead with 4 points... <*G.C.* can be seen walking over to the end of the line, before the camera zooms in on a smiling Charlie. Dan is then shown stepping forward>

Jeff Probst: <narration> Dan lookin' to change that. <Dan now sets his first black puck down on the board> He's got just *two* shots at Immunity... <A close-up view of a thoughtful Dan is shown, as he aims his shot and then launches the black puck

across the board. It continues to slide forward, before stopping in a zone marked "3">

Jeff Probst: <narration> Dan puts himself on the board with 3. Nice *shot*! <Dan can be seen smiling and nodding, before he walks back over to his Babongo tribemates>

Jeff Probst: <narration> At the end of the first round, Charlie has 4; <The camera focuses in on Charlie> Dan has 3; <Dan is shown again> Paloma and G.C. with 2; <A quick view of both G.C. and Paloma is shown next> and Randy with 1. <The camera then scrolls over to Randy, before turning back to Jeff again> This is a challenge that can change like that... <Jeff can now be seen snapping his fingers, before the camera abruptly switches angles to show a clip of Charlie walking over to the shuffleboard table>

Jeff Probst: <narration> Second round: <short pause> this time Charlie, you will go first... <A view of Charlie grabbing his second red puck and setting it down on the board is shown next>

Jeff Probst: <narration> Charlie lookin' to score even higher than he did in the first round... <A close-up view of Charlie's hand is then shown, before he launches his puck forward. It slides across the board and then lands in a zone labeled "2," to the right of G.C.'s puck>

Jeff Probst: <narration> Charlie scores 2 this time. <Charlie can be seen walking over to the end of the line> Charlie is now in the lead with 6... <The camera now zooms out to show a wide view of the entire challenge area, as Randy walks over to the board and grabs his second blue puck. He can then be seen sliding it across the board>

Jeff Probst: <narration> Randy with his second shot... <Randy's puck is shown knocking

Charlie's first puck out of the "4" zone and into a "2" zone, as Randy's puck remains in the zone labeled "4." The camera then shows Jeff looking down at the board>

Jeff Probst: <narration> Randy knocks *Charlie's* first puck. <Charlie can be seen raising his eyebrows> Randy's now in the lead with 5; <short pause> Charlie's down to 4. <A wide view of the five Babongo members is shown, as Randy walks over to the end of the line> It's still anyone's game... <A close-up view of G.C. is then shown, as he walks over to the board>

Jeff Probst: <narration> G.C. now with his second shot... <The camera continues to focus on G.C. for a few seconds, as he slides his yellow puck across the board>

Jeff Probst: <narration> G.C. scores another 2 points. <The yellow puck is shown landing in a zone marked "2," before cutting ahead to show Dan walking over to the shuffleboard table>

Jeff Probst: <narration> Dan, your last shot... <Dan can be seen picking up his last black puck and then kissing it before setting it back down on the board. He slides his hand back slightly and then launches the puck forward, as G.C. says "Go *Dan*">

Jeff Probst: <narration> That looks *good*! <The camera shows it sliding across the board, before it lands in the smallest zone marked "5." A few gasps are heard, as the camera abruptly switches angles to show the other four Babongo members, who display mixed reactions>

Jeff Probst: <narration> And with that, *Dan* is now in the lead with "8." <Paloma is now shown>

Paloma: Good shot, Dan. <Charlie can be seen reaching out to pat Dan on the shoulder, as he walks back over to the end of the line and takes a spot off to the side>

Charlie: <to Dan> That was *awesome*... <The camera zooms out to show Paloma walking over to the shuffleboard table and setting her second green puck down on the board>

Jeff Probst: <narration> Paloma is up. <Paloma can now be seen aiming her shot> Big Immunity on the line... <Paloma now launches her puck forward, as it quickly slides across the board and then lands in a section labeled "4">

Jeff Probst: <narration> Paloma moves herself into second place with 6 points. <Randy can be seen shifting his expression, before the camera switches to an aerial view of the entire challenge area and Paloma rejoins the end of the line>

Jeff Probst: <narration> After two rounds, Dan is in the lead with 8; <The camera shows another close-up view of a worried Dan> Paloma has 6; <A clip of a smiling Paloma is shown next> Randy has 5; <The camera goes back to Randy> and G.C. and Charlie have 4. <The camera shows rapid views of both Charlie and G.C.> Everybody has one shot left except for *Dan*, who's now at the mercy of his tribemates. <An eerie shift in the music occurs, as the camera shows all five castaways again, and Charlie tenses his expression>

Jeff Probst: <narration> Randy, you're up first. <Randy can be seen walking over to the board, and setting his final blue puck down. He aims it and then forcefully launches it forward, as the puck slides across the board and then knocks Paloma's puck into another zone>

Jeff Probst: <narration> Randy knocks Paloma's puck into another zone. <Randy's puck then continues to slide until it lands in a zone marked "2"> Randy is now in second place with 7. <A view of an uneasy Charlie is shown> Paloma moves down to 5; <short pause> Dan remains in the *lead*... <The camera shows Randy walking over to the end of the line, before G.C. can be seen stepping forward and picking up his last yellow puck>

Jeff Probst: <narration> G.C.'s now up. <G.C. sets the puck down on the board and holds his hand over it> Last *shot*... <The camera continues to focus on G.C. for a few seconds>

G.C.: <talking aloud> Here goes *nothin'*... <G.C. is then shown sliding the puck across the board, as it deflects off the side and then knocks Paloma's first puck onto a zone marked "4">

Jeff Probst: <narration> Paloma gets a bump from G.C. <Paloma can be seen smiling excitedly> Paloma now ties Randy with 7... <Charlie is shown cupping his hands over his mouth nervously, before the camera zooms out to show G.C. joining the end of the line and Paloma walks over to the shuffleboard table>

Jeff Probst: <narration> Paloma's now up with her last shot. <Paloma can be seen setting her green puck down onto the board, before she slides it forward. A view of Dan's puck in the "5 zone" is shown, as Paloma's puck lands just short of it, in a zone labeled "1">

Jeff Probst: <narration> Paloma goes for the 5 and doesn't *make* it; <short pause> she scores 1, putting her in a tie for first with Dan... <A nervous-looking Dan is then shown>

Dan: So close... <The camera then switches angles to show Charlie>

Charlie: <to Paloma> That's *great!* <The camera now shows Paloma walking back over to her **Babongo** tribemates, before scrolling over to both Charlie and Randy>

Jeff Probst: <narration> Immunity and a guaranteed one-in-four shot at winning this game on the line. <The camera now shows a conflicted Charlie stepping forward and walking over to the shuffleboard table. He then picks up his final red puck and sets it down>

Jeff Probst: <narration> Charlie, this is it. <Charlie can be seen nodding his head> You have one puck left. <The camera zooms in on Charlie's red puck> You need to get at least 4 to tie for the lead; <A close-up view of Dan is shown, as he looks towards Charlie> 5 to *win*, or you can play defensively and knock somebody *else* out... <The music speeds up and becomes more dramatic, as the camera shows Charlie launching his final puck. It slides across the board and then bumps Paloma's green puck into the zone marked "5">

Jeff Probst: <narration> Charlie bumps Paloma's 1 onto the "5." <The camera shows Dan with an uneasy look on his face, before the camera shows Paloma looking surprised, and then switches angles to show Jeff raising his arms>

Jeff Probst: <shouting> *Paloma* wins individual Immunity! <An excited Paloma now runs over to Charlie and hugs him> This challenge is over! <A mysterious shift in the music then occurs, as the camera shows Randy with a tense expression on his face, and then abruptly cuts ahead to show all five **Babongo** members reassembled onto their blue tribal mat. Jeff is now shown>

Jeff Probst: Paloma, come on over... <The other castaways can then be seen clapping, as a grinning Paloma walks over to Jeff and he places the Immunity necklace around her neck>

Paloma: <excitedly> Yeah! <laughs> <The camera now focuses in on Jeff>

Jeff Probst: The only *woman* left in this game has a one-in-four shot of *winning* it. <Randy is shown with a frustrated expression on his face> Paloma cannot be voted out at tonight's Tribal Council. <Another view of both Jeff and Paloma is shown next> As for the *rest* of you, G.C., Randy, Charlie, Dan, <The camera turns back to four **Babongo** men> after 36 days, one of you four *men* goin' home tonight. <An unconcerned Charlie subtly nods his head> That's what you have to figure out this *afternoon*. <G.C. can then be seen staring ahead> Should be an *interesting* one... <The camera switches angles to show Jeff again>

Jeff Probst: Grab your *stuff*. I'll see you at Tribal Council... <Jeff now says "*Congratulations*" to Paloma, as she begins to walk back over to her **Babongo** tribemates. The five castaways can then be seen walking out of the challenge area, before the camera zooms in on Randy>

Randy - CONFESSIOAL: Seeing Paloma win the necklace today, uh, I feel like I'm gonna *puke*. <The camera zooms in on an immune Paloma> You know, at *this* point, it looks like it's probably gonna be Dan tonight, <The camera now turns to Dan> but <pause> if I have a chance where I can mix it up and give myself a better shot at the end, I *will*... <Rapid clips of the **Babongo** members are shown, before the camera focuses back in on Charlie, and then scrolls over to Paloma and zooms in on the Immunity necklace. The screen then fades out>

Babongo Tribe - Day 36

<'Deep Enigma Yearning' plays, as the camera shows a blurry view of the Babongo tribe's flag and then sharpens its image, before fading into a clip of the five castaways' torches leaning up against the side of the hut. The castaways can then be seen returning back to camp>

Charlie - CONFESSIOAL: For Paloma to win Immunity today was *huge*, not only because she's, like, my Final Two *ally*, <Paloma is now shown taking off the necklace and hanging it from her torch> but more because it kept Dan from winning, <An unsuspecting Dan is then shown next> so we were *really* excited, but <long pause> even though I would *like* to keep my promise and tell Dan that it's gonna be *him* tonight, uh, it's important that we act kindof like business as *usual*, you know? <The camera now cuts ahead to show a clip of Charlie and Dan both walking along a jungle path together>

Dan: <to Charlie> Exile was like a Reward this time. I had huge *meals*. <Charlie is shown looking excited, as he asks "Yeah?"> I must have gained, like, five pounds *easily*... <laughs>

Charlie: <to Dan> I did pretty *good* for myself here. Like, I've definitely *adapted* and... <The camera then scrolls back over to Dan again>

Dan: <to Charlie> I don't have anything to worry about, do I? <Charlie shakes his head>

Charlie: <to Dan> *No*. <Dan can be heard saying "Alright"> It can be Randy or G.C.... <The camera switches angles to show another close-up view of Dan>

Dan: <to Charlie> I think it has to be *Randy*... <Charlie nods his head and says "Okay">

Charlie - CONFESSIOAL: You know, it's been *easy* to blindside everyone else, but having to lie to Dan over and over again is really hard. <Another view of a confident Dan is shown> I hope I can keep this up until *Tribal Council*. <The camera abruptly cuts ahead to show a clip of a bird perched on a branch, as another bird lands beside it and starts chirping. The camera then fades out to show both Dan and Randy standing by the fire>

Randy: <to Dan> Uh, wanna sit *down* for a minute? <Dan says "Yeah"> Nobody else is *around*, right? <Randy sits down on a log and then looks around cautiously> Get this: <short pause> Charlie talked to everybody this morning and he had this whole plan concocted of how to get *you* out... <A prominent drumbeat is heard, as the camera shows a rapid clip of Charlie, and then shows Dan tensing his expression>

Dan: <to Randy> *Charlie* brought it up? <Randy now nods his head dramatically>

Randy: <to Dan> I *swear* he did. <Dan is shown with a disappointed look on his face> He doesn't think he could beat you in the Final *Two*, so <long pause> right now, we're all voting you tonight. <Randy is seen looking towards Dan>

Dan: <to Randy> G.C. too? <Another close-up view of a contemplative Randy is shown>

Randy: <to Dan> Well, here's the thing: <short pause> uh, you don't have to *go*. <Dan subtly nods> I have *ideas*. I have a *plan*. <The camera continues to show Dan>

Dan: <to Randy> I don't know what to *say*... <The camera scrolls back over to Randy>

Randy: <to Dan> Think about it, and let me know. <Dan nods his head> It's your *life*; <short pause> it's your call... <The camera then zooms back in on a distressed Dan>

Dan: <to Randy> Should I go talk to Charlie right *now*? <Randy is then shown again>

Randy: <to Dan> Go give him *hell*... <Dan is now shown standing up and walking towards the hut, as the camera follows him for a few seconds>

Dan - CONFESSIONAL: If I'm to believe *Randy*, then Charlie's been lying to me all along, um, and I'm getting voted off tonight, <The camera fades out to show Charlie sitting in the hut> but <long pause> it's *tricky*. You can't just *trust* that, but <pause> Randy could have easily just blindsided me tonight and kept himself in the game, so <long pause> I don't see him making up that lie; I don't see how he benefits from making it up if it's not true... <The camera now abruptly cuts ahead to show Charlie and Dan talking in the African grassland>

Dan: <to Charlie> I just have that feeling of *doom*... <A slightly confused Charlie is now shown shifting his expression, as he continues to look up at Dan>

Charlie: <to Dan> What do you mean? <The camera then focuses back in on Dan again>

Dan: <to Charlie> Will you tell me the truth if you're voting for me? <Charlie is now shown with an uneasy look on his face> I just want to hear it from you if I'm *going* tonight. I think we owe that much to each other to tell each other the truth... <A spooky shift in the music occurs, as an uncomfortable Charlie hesitates for a few seconds before responding>

Charlie: <to Dan> Like, it's about who I think I can beat in the Final Two and I think I would lose, like, hands *down* against you. <Dan is now shown looking disappointed>

Dan: <to Charlie> I understand *why*... <The camera then focuses back in on Charlie>

Charlie: <to Dan> I've gone over all the possible scenarios in my head and I just can't see, like, how I can get to the Final Two and win against you... <A prominent drumbeat is heard, as the camera switches angles to show Dan again>

Dan: <to Charlie> Well, you're a better player than me cause I was ready to take you to the end. No word of a *lie*. <Charlie is shown looking sad> And, I thought I could trust *you*; <short pause> that's probably my *hardest* lesson... <Dan is then shown with an overwhelmed look on his face, as he shakes his head disappointedly. Another view of Charlie is shown next>

Charlie: <to Dan> It's *tough*; I know... <The camera continues to focus on Charlie>

Charlie - CONFESSIONAL: Seeing the look of betrayal in Dan's eyes was, like, a *really* difficult moment for me, <Dan is now shown with a distressed look on his face> but <long pause> I'm actually *glad* that I was able to get it off my chest so that he won't be blindsided and we can just enjoy our last day here together as friends without me having to sneak around behind his back... <The camera returns to a sad-looking Charlie>

Charlie: <to Dan> I feel like, in this game, you have to put your friendships *aside* in order to get to the end. <A somber Dan can be seen nodding his head> I'm *sad*. <frowns> I don't want this to be the end of our friendship... <The camera then continues to show Dan>

Dan: <to Charlie> *No*. I mean, we'll still grab a beer and hang out after this. <A comforted Charlie now says "*Okay*"> You know, I'm not gonna hold anything against you. Like, that's not who I *am* and <pause> if you're in the Final Two, you still have *my* vote... <Charlie is shown>

Charlie - CONFESSIONAL: <continued> You know, Dan accepted it really *gracefully*, and <pause> I knew he *would* because he's *such* a nice guy... <The camera continues to focus on both Charlie and Dan for a few seconds>

Charlie: <to Dan> How do you feel? <The camera zooms back in on an emotional Dan>

Dan: <to Charlie> I feel *okay*. A little bit *emotional*, but <short pause> I mean, *fifth* place is *good*. <The camera now zooms in on Dan's face to show his slightly watery eyes> Nothing to cry about... <laughs> <Dan then wipes his eye, as Charlie is then shown again>

Charlie: <to Dan> I swear I'm not happy about it. <Dan says "*Yeah*"> It should be a testament to you because you're such a likable person... <A sad flute-type music now begins to play, as the camera shows a somber Dan reaching out to hug Charlie>

Dan: Well, <long pause> I appreciate your honesty... <Dan can now be seen hugging Charlie>

Charlie: <to Dan> This is by *far* the worst day I've had here. <Dan is then shown again>

Dan: <to Charlie> You and *Paloma* have made my experience out here so much better than I thought it could be. <laughs> <Charlie is then heard saying something inaudible> I'm just glad we *talked* before tonight... <The camera shows Charlie nodding his head>

Charlie: <to Dan> Me *too*... <An emotional Dan is now shown again>

Dan: <to Charlie> I mean, I can't do anything *about* it. I just want to enjoy my last day and come to *terms* with it, you know? <Dan and Charlie can then be seen beginning to walk back towards the main camp area together, as Dan continues to speak>

Dan - CONFESSIONAL: Charlie confirmed *everything*. You know, every *decision* and every move I've made in this game, I've made with *Charlie*, <A close-up view of Charlie is shown again> but <long pause> I don't want to go *home*, so <short pause> today could be a *turning* point in this game... <Another sad piano-type music begins to play, as the camera shows a clip of an eagle soaring through the sky, before fading out to show the sunlight reflecting off of the calm lake waters. An emotional Dan is then shown lying down by himself in the hut>

Dan: <talking aloud> Just doing a little thinking about stuff and tryin' to get through the day. My last *day*... <A view of the other four **Babongo** members gathered around the fire is shown, before the camera zooms in on both Charlie and Paloma>

Charlie: <whispering to Paloma> I told *Dan*... <A surprised Paloma now looks up at Charlie>

Paloma: <to Charlie> You did?! <Charlie can be heard saying "*Yeah*; he was getting suspicious"> Is he *okay*? <The camera then scrolls back over to Charlie>

Charlie: <whispering> I think he's being really good about it... <Dan is now shown again>

Dan: <talking aloud> Lotta mixed *feelings* right now. <Another faraway view of Paloma and Charlie is shown> Part of me thinks that I should vote *Charlie*; <short pause> the other part of me thinks that I should accept *defeat*. <The camera now returns to a conflicted Dan>

Dan - CONFESSIONAL: My initial reaction when Charlie told me was to lay down my life and let him move forward into the Final Four because he's doing what he's supposed to *do*. <The camera continues to focus on a sad-looking Dan for a few seconds> I would never have *betrayed* him, but <pause> Charlie *is* a master of this game. <Another close-up view of a contemplative Charlie is shown> He knows it front and *back*, but what kind of a competitor would I be to just go home *fifth*? <The camera switches angles to show Dan again>

Dan: <talking aloud> I don't know what I'm gonna *do*... <The camera continues to show Dan>

Dan - CONFESSIONAL: <continued> You know, I heard it right from Charlie's mouth that he's voting me out; <short pause> that's not just what Randy *said*, so <long pause> maybe that justifies me writing *his* name down. <An eerie shift in the music occurs, as the camera shows Dan with a look of intense thought on his face> I'm gonna have to figure it out... <Another soft, sympathetic music begins to play, as the camera shows Randy joining Dan in the hut>

Randy: <to Dan> Have you figured out yet who you're *voting* for? <Dan then turns his head>

Dan: <to Randy> I think I might vote *Charlie*. <A glaring Randy nods his head dramatically> I gotta give it a *try*, right? I can't just give up now... <The camera continues to show Randy>

Randy: <to Dan> *I'll* vote Charlie with you. <The camera abruptly cuts back to Dan>

Dan: <jokingly> That's *great*. That's *two*... <laughs> <Randy looks towards Dan>

Randy: <to Dan> And then we'll bring in *G.C.* <A prominent sound is heard, as the camera shows G.C. standing by the fire and breaking firewood. Dan is then shown again>

Dan: <to Randy> Why did you tell me this? You could have easily voted me out and just gone to the Final Four with Charlie and Paloma. <The camera now fades out to show Paloma and Charlie> How do you *benefit* from it? <Another view of Randy is then shown next>

Randy: <to Dan> Uh, if *Paloma's* in the Final Two, I'm probably gonna walk off the set. <Dan is shown looking towards Randy> I mean, I stayed up all last night *thinking* about this and the only way I'm gonna be able to sleep after this is done is if it's me and *you* in the Final Two...

Dan: <to Randy> This is messing with my *mind*... <laughs> <Randy is then shown again>

Randy: <to Dan> You're the only one who even halfway deserves it, and <short pause> I *mean* that. <The camera then focuses back in on Randy> I voted for you *three* times. You know, I've hated your alliance since the merge; <short pause> I've never hated *you*... <Dan is now shown with a look of disbelief on his face, as he takes a deep breath>

Dan: <to Randy> You're *killing* me right know; you know that? <The camera shows Randy>

Randy: <to Dan> You know, you kept me around for *something*... <Dan is then shown>

Randy - CONFESSIONAL: Quite frankly, I don't want to see the other three people left in this game win a million dollars. <A rapid view of Paloma is shown next> Charlie and Paloma can go [censored] themselves; <The camera scrolls back over to Charlie again> G.C., the dude doesn't *deserve* it, <G.C. is now shown eating a Gabonese pear> so <long pause> Dan would be the *only* one I'd rather see win, if not *me*, and <long pause> call me *crazy*, but I actually think there's a pretty good chance I could beat Dan in the Final Two. I think I have a pretty good *shot* at him... <The camera continues to focus on both Dan and Randy>

Dan: <to Randy> I didn't think Charlie was *two-faced*, <A side view of Charlie is now shown, as he talks to an off-screen castaway> but I'm starting to wonder if he was like that all along...

Dan - CONFESSIONAL: I think the jury would look at me and Charlie and say we've both played our games very *similarly*, but <long pause> if Randy and I are in the Final Two, the jury would have to vote on a good guy and a *bad* guy, <Randy is then shown with a devious look on his face> and from what I've seen, good usually wins in the end, so it just seems natural that that would be a great *alliance*. <laughs> <The camera now shows Dan gazing ahead>

Dan: <talking aloud> It's the perfect *plan*... <Several prominent drumbeats are heard, as the camera shows a snake slithering under the **Babongo** tribe's flag. Randy can then be heard calling "G.C.," before the camera cuts ahead to show them talking on the wooden dock>

Randy: <to G.C.> The best chance for us to go to the end is to break up Charlie and *Paloma*. <The camera fades out to show Charlie and Paloma again> You said it yourself: <short pause> If Charlie goes, we have us two, Dan, and *Paloma*. <Another view of both Randy and G.C. is then shown> That gives us more *options* than having a Charlie-Paloma pair at the end.

Randy - CONFESSIONAL: This plan that I've come up with is that Charlie will go home tonight. <A mysterious sound is heard, as the camera fades out to show an unsuspecting Charlie walking in front of the hut> The vote will be 3-2; Charlie will be *shocked*; <short pause> Paloma will probably curl up and *die*, <The camera then scrolls over to Paloma> but <long pause> G.C.'s proven himself to be an *idiot* over and over again. <Another view of G.C. is shown next> I just hope he doesn't prove it again *tonight*... <The camera returns to Randy>

Randy: <to G.C.> Me and Dan are voting for *Charlie*. <G.C. raises his eyebrows, before the camera abruptly cuts back to Charlie again> You vote *Charlie*; <short pause> Charlie goes home, and then we go to the Final Three. <G.C. is shown with an uncertain look on his face>

G.C. - CONFESSIONAL: We've got another Tribal Council tonight, and for the last three days it's supposed to have been *Dan*, <Dan can now be seen looking around cautiously> but all of a sudden I hear *Charlie's* name comin' up... <Both Randy and G.C. are shown talking>

G.C.: <to Randy> How is Dan voting for Charlie? <Randy is then shown again>

Randy: <to G.C.> Charlie *admitted* he was voting for *Dan*... <G.C. is shown with a look of disbelief on his face, as Randy says "We're flipping the game">

G.C. - CONFESSIONAL: <continued> I thought this guy was supposed to be the Survivor *expert*. <laughs> <Another close-up view of Charlie is shown> I mean,

people'll get *themselves* voted off, man. You don't have to do *nothin'*... <laughs>
<The camera now cuts ahead to show Dan and Randy furtively talking behind the hut>

Dan: <to Randy> Do you think G.C.'s *solid*? <The camera turns to an unconvinced Randy>

Randy: <to Dan> He *better* be... <A prominent sound is heard, as the camera switches angles again to show a clip of G.C. tending to the fire>

G.C. - CONFESSIOAL: The way *I* see it, if I align myself with Randy and Dan, <The camera now shows a somber Dan grabbing his torch> we could go guaranteed Final *Three*, <The camera then scrolls over to a confident Charlie> but <short pause> if I get rid of Dan and keep Charlie then I might win a damn *Immunity* Challenge, <laughs> so I'm, like, *fifty-fifty*. <An eerie sound is now heard, as an undecided G.C. can be seen grabbing his torch> I don't know *what* I'm gonna do, man, and <pause> I'm not gonna be sure until Jeff reads the final vote... <There is a haunting tribal chant, as the camera shows a silhouetted view of the five **Babongo** members walking out of camp. The screen then fades out>

Tribal Council #13 - Babongo Tribe

<'Tally the Vote' begins to play, as the camera shows a close-up view of the sun setting in the darkening sky and then fades into an aerial view of the Gabonese village Tribal Council. The camera scrolls closer to it, and then cuts ahead to show a side view of the five **Babongo** members making their way up the long, winding path towards the Tribal Council entrance. A close-up view of Jeff is then shown, as Charlie can be seen walking past him. Paloma is then shown setting her torch down into the slot, before the camera shows all five castaways sitting down on their stumps, and then cuts back to Jeff again>

Jeff Probst: We'll now bring in the members of our *jury*: <Dan can be seen turning his head, as the camera shows the four jury members walking in to the main Tribal Council area> Ace, Kenny, Crystal, <The camera now scrolls across each of the jury members> and *Jacquie*, <A close-up view of Paloma is shown, before the camera cuts back to Jacquie> voted out at the last Tribal Council. <G.C. is then shown staring ahead, before the camera shows Jacquie sitting down on the jury benches and then abruptly goes back to Jeff>

Jeff Probst: Alright; <short pause> at the Reward Challenge, you were all playing for a *truck* and the opportunity to deliver school supplies to a Gabonese school. <A wide view of all five **Babongo** members is shown next> G.C. wins the challenge and chooses Paloma to go with him. <Paloma can now be seen smiling and nodding her head> G.C., tell me about the *Reward*... <The camera then scrolls over to G.C.>

G.C.: You know, I love the *truck*, <laughs> but <pause> the actual part of the Reward was definitely an incredible feeling. <A view of Crystal is now shown, as she smiles> You know, I felt very privileged to be able to help out all those kids, and <short pause> it almost made me *cry*, to be *honest*, but I can't do that. <laughs> <The camera then turns to Charlie, G.C., and Paloma> I mean, I never thought in a million years that I would even *feel* that way, so it was pretty *incredible*, man... <Another view of Jeff is shown again>

Jeff Probst: Charlie, <short pause> with only five people left, was there a mad *scramble* when you got back from the challenge today? <Charlie can now be seen shaking his head>

Charlie: Not at *all*. Actually, while Dan was away on Exile, the four of us left had all discussed voting for *Dan*, <An eerie sound is heard, as Ken raises his eyebrows> and I think when Dan got *back*, he could sense that I was maybe a little more *distant* with him <A prominent drumbeat is heard, as the camera shows Randy looking up> because we've literally discussed, like, every single decision and calculated every single *move* that we've made in this game *together*. <Paloma is then shown with a thoughtful look on her face> So, <long pause> he actually *asked* me about whether he was going tonight and I gave him his wish because, you know, we trust each other and he didn't want to be blindsided, <The camera turns back to Charlie> so <pause> it's gonna be *Dan* tonight and there was really no reason for anyone to *scramble*... <Another prominent sound is heard, as the camera shows the surprised jury members exchanging glances and then goes back to Jeff>

Jeff Probst: Charlie, why Dan *now*, <Dan is now shown staring ahead> after all the other times you could have voted for him? <The camera now returns to Charlie>

Charlie: At *this* point, it's an individual game and it's based on who the biggest *threat* is. <G.C. is then shown listening intently> You know, Dan's the biggest threat for *all* of us. <The camera now shows Dan again> There's no way around it to *get* to the end, go up against him, and then *lose*, <Another view of Charlie is shown next> so <long pause> *it's* a really hard thing to say but I know, like, I have to do it... <The camera now turns back to Jeff>

Jeff Probst: So Dan, <long pause> *naturally* I'm comin' to you next... <Dan is then shown>

Dan: Um, I think you have to remember that this is a *game* and you can't take anything *personally*. <Charlie can be heard saying "It's not personal at *all*"> Taking me out *is* Charlie's best move because I'm a stronger physical player, <Crystal is now shown with a tense look on her face> so I have to give Charlie *credit*. <Dan is shown again> Um, you can look at it as a big *disappointment*; that's *one* way; or you can look at it as an *honor* that they don't want to go up against you and that they respect you enough to *tell* you. <Jeff is shown with an unconvinced look on his face, as he says "Okay"> A lot of the people on the jury didn't *get* that same respect... <A prominent sound is heard, before the camera shows rapid clips of the four jury members, and then cuts back to Jeff>

Jeff Probst: Dan, <Jeff pauses, as the camera focuses back in on Dan> do you think Charlie's *telling* you he's voting you out so that when you're on the *jury* you'll vote for him if he makes it to the Final Two, <There is a prominent sound, as the camera shows an interested Charlie turning towards Dan> and not vote out of *anger* for being betrayed? <Dan is now shown>

Dan: *No*. I think he's doing it as my *friend*. <Ace can then be seen shifting his expression> He doesn't want me to come to Tribal Council and get blindsided. <Charlie now nods> That was what I *asked* him... <The camera now scrolls back over to Jeff again>

Jeff Probst: <to Dan> Well, let me ask you *this*: <short pause> do you think you're too *nice* to win this game? <Dan is now shown looking up> Cause what I'm hearing tonight you seem like you're letting these guys walk all *over* you... <A

surprised Dan is now shown widening his eyes, before the camera shows the jury members exchanging glances>

Dan: Um, Day *One*, maybe, but <pause> no, I don't think I'm too nice to win the game. <A wide view of all five **Babongo** members is then shown next> I think I've made some smart moves when I had to and cut a few people loose. <Jacquie can be seen nodding her head> I just feel like I've done it in a nice *way*, but that doesn't take away from the *strategy* behind it... <The camera shows Charlie with a pensive look on his face, and then goes back to Jeff again>

Jeff Probst: Charlie, <Jeff takes a long pause, as the camera scrolls across the castaways> the *downside* to telling somebody you're voting them out is that you open a doorway for them to scramble; <pause> to turn things *around*... <Charlie can now be seen nodding his head>

Charlie: I *totally* see that, but <pause> you know, I'm actually really glad that we both came to terms with the vote tonight and I think we have a mutual understanding that we're still gonna be friends after this. <The camera shows Dan nodding his head, and then cuts back to Charlie> Like, I don't think he would turn around and go against me... <A prominent sound is heard, as the camera shows Jeff looking slightly puzzled>

Jeff Probst: <to Charlie> Why *not*?! That's what you just did to *him*! <The camera shows Ace with a sly smirk on his face, and then returns to Charlie again>

Charlie: Well, <long pause> he even said to me today that that's why I'm a better *Survivor* player because he was willing to take me to the Final Two and I *wasn't*, <Dan can be seen nodding his head dramatically> so... <The camera then cuts back to Jeff>

Jeff Probst: So *Dan*, <short pause> if we vote tonight and it's four votes for *Dan*, you're *okay* with it? <Another view of an expressionless Dan is shown next>

Dan: I would definitely *like* to stay and move further in the game, but <long pause> if 36 days is *it*, I'm okay with that. <Charlie is shown with a contemplative look on his face> You know, I respect the game and I respect *Charlie* as my competitor... <Jeff is then shown again>

Jeff Probst: What about *you*, Charlie? <The camera now focuses back in on Charlie for a few seconds> For somebody who's such a big fan of the *game*, is 36 days enough of an experience, or is it "You know what, Jeff? It's not *good* enough?" <A wide view of the entire **Babongo** tribe is now shown, as Charlie shakes his head>

Charlie: *No*. I definitely didn't come on Survivor to get fifth place. <Dan now shifts his expression> You know, as clichéd as it sounds, I'm here 100% to *win*, but <long pause> I'm definitely really fortunate to have made some great friendships that will last me a *lifetime* <A view of Paloma is now shown> regardless of the results of this *game*... <A prominent sound is heard, as the camera shows an annoyed Ken making a gagging face and an amused Randy smirks. The camera then returns back to Jeff again>

Jeff Probst: Obviously there's been a lot of talk tonight about Charlie and *Dan*. <The camera shows another close-up view of an expressionless Dan, before turning back to Jeff> Randy, if something *else* was going on and it was *you* tonight...? <A prominent sound is heard, as the camera abruptly cuts ahead to show Randy and he interrupts Jeff>

Randy: Uh, it's *not* me... <Jeff is then shown with a slight smirk on his face, as Paloma can be seen raising her eyebrows sharply and another prominent drumbeat is heard>

Jeff Probst: <to Randy> *Really?! After four consecutive blindsides, you can be that sure it's not you?* <Another close-up view of a scowling Randy is then shown>

Randy: Uh, it would be the biggest shock so far in this game. <Crystal can be seen raising her eyebrows> You know, if it's me, fifth place, to me, doesn't mean *crap*, and <pause> in spite of what Dan says, I think all five of us here feel the same way... <The music speeds up and becomes more dramatic, as the camera shows a close-up view of the central fire flickering, and then fades into another view of an uncomfortable Dan. Jeff is now shown again>

Jeff Probst: It's time to *vote*. <Jeff can now be seen pointing towards Paloma> Paloma, you have the individual Immunity necklace. <A close-up view of an immune Paloma is shown> You could give it to somebody else if you want or you can hang *onto* it... <The camera now continues to focus on Paloma, as she smiles>

Paloma: Um, *yeah*, I think I'm gonna *keep* it. <laughs> <The camera turns back to Jeff>

Jeff Probst: You cannot vote for *Paloma*. Everybody else is fair game. <Another view of the five **Babongo** members is shown> Charlie, you're up. <Charlie can be seen standing up and walking past the central fire, before the camera fades out to show the four jury members>

<The camera then shows Charlie arriving at the voting confessional and picking up the pen to cast his vote. A close-up view of an uneasy Dan is then shown, as the camera zooms in on him, and then fades out to show Charlie holding up his vote:

Dan>

Charlie: Dan, there's not a single bad thing I can say about you. <The camera now shows another clip of Dan> To know that I have your *friendship* even though I have to make this vote is an awesome feeling, and I can't wait to see you *outside* of the game... <Charlie now places his folded vote into the urn, before the camera fades out to show a side view of Randy, as he makes his way over to the voting confessional. Rapid clips of both G.C. and Charlie are shown, before the camera shows Randy uncapping the pen and then switches angles to show both Crystal and Jacquie. Randy is then shown holding his vote up to the camera: **Charlie**>

Randy: Sorry, Charlie. <The camera now fades out to show an unsuspecting Charlie gazing ahead> It's not your *night*... <A flickering flame is then shown, before the camera shows a clip of a snake slithering along the ground. A prominent drumbeat is then heard, as the camera cuts ahead to show Paloma holding up her vote: **Dan** ☹>

Paloma: You're an amazing *guy*, but that's why I have to vote you out. <The camera now cuts ahead to show Dan staring ahead> I'm *sad*... <Dan can then be seen walking in front of the jury members, as the camera focuses on him for a few seconds and then abruptly cuts ahead to show him holding his vote up to the camera: **Charlie**>

Dan: *Sorry*, buddy. I came to win a million dollars just like *you* did. <The camera then fades out to show Charlie resting his chin in his hands> I can forgive you for today and I hope you can forgive *me*... <Dan folds his piece of parchment in half and places it into the voting urn, before the camera shows a close-up view of a

burning torch. A haunting tribal chant is then heard, as the camera shows G.C. standing up. A close-up view of a nervous Charlie is then shown, as he stares into the distance. G.C. can then be seen arriving at the voting confessional and picking up the pen, before the camera fades out to show Dan. An immune Paloma is shown next. The camera then goes back to G.C., as he places his folded vote into the urn. An aerial view of the main Tribal Council area is then shown, as G.C. can be seen sitting back down on his stump. A prominent drumbeat is heard, before the camera turns back to Jeff>

Jeff Probst: I'll go tally the votes. <An eerie shift in the music occurs, as the camera shows Jeff walking out of sight and then focuses back in on an uncomfortable Dan, who looks around nervously. Paloma is then shown gazing into the distance, before the camera scrolls over to a worried Charlie. Randy is now shown with an expressionless look on his face, before the camera fades out to show a calm-looking G.C. staring ahead. Jeff can then be seen returning back into the screen with the voting urn in his hands>

Jeff Probst: *Okay;* <short pause> once the votes are read, the decision is final. <Randy is now shown with a thoughtful look on his face> Person voted out'll be asked to leave the Tribal Council area immediately. <Charlie is then shown subtly nodding> I'll read the votes. <Jeff is shown again, as he removes the lid from the urn and sets it down on the stand in front of him>

Jeff Probst: <The camera shows Jeff reaching into the urn and pulling out the first vote. He unfolds it, and then stares down at it> **First vote:** <Jeff now reveals the vote> **Dan.** <A close-up view of an expressionless Dan is shown, as he nods his head knowingly. The camera then scrolls over to Paloma, before switching angles to show Jeff again>

Jeff Probst: <Jeff can then be seen pulling the second vote out of the urn, before the camera shows a quick view of G.C. Jeff then unfolds the vote, and reveals it> **Charlie.** <The camera now shows Charlie staring ahead calmly, and then zooms out to show the entire **Babongo** tribe, as a mysterious sound is heard. The camera focuses back in on Dan, as he gazes into the distance, and then abruptly cuts back to Jeff>

Jeff Probst: <A rapid view of a tense-looking Randy is shown, before Jeff reveals the third vote to the castaways> **Dan** ☹. <There is a prominent sound, as the camera shows Dan shifting his expression> **Two votes Dan;** <Dan is now shown with a worried look on his face, before Paloma can be seen turning her head> **one vote Charlie.** <The camera shows both Charlie and Dan, and then scrolls back over to Jeff>

Jeff Probst: <The camera shows Jeff reaching back into the urn and pulling out the next vote. He unfolds it, and then quickly reveals it to the castaways> **Charlie.** <An eerie shift in the music occurs, as a surprised Charlie can be seen widening his eyes> **We're tied:** <short pause> **two votes Dan;** <Dan is then shown staring ahead nervously> **two votes Charlie;** <The camera switches angles to show a close-up view of an uncomfortable Charlie> **One vote left...** <A view of an unfazed Randy is then shown, before the camera returns back to Jeff>

Jeff Probst: <The music softens, as Jeff reaches back into the urn and pulls out the fifth and final vote. He turns it over, and stares down at it with a subtle smirk> Thirteenth person voted out of **Survivor: Gabon**, <Rapid clips of both Charlie and Dan are now shown> and the fifth member of our *jury*: <A prominent drumbeat is then heard, as the camera shows G.C. confidently gazing into the distance, before Jeff reveals the vote> **Charlie**. <The camera abruptly switches angles to show a flabbergasted Charlie raising his eyebrows again, and Ace and Ken can be seen exchanging surprised, yet excited glances>

Jeff Probst: <to Charlie> You need to bring me your torch. <The camera shows Charlie with a shocked look on his face again, and then switches angles to show a wide-eyed Paloma, as she covers her mouth with her hand and then scrunches her nose. A wide view of the entire **Babongo** tribe is then shown, as a dismayed Charlie can be seen standing up>

Dan: *Charlie...* <Dan is then shown standing up and hugging Charlie, before patting him on the back several times. Dan can be heard whispering something inaudible>

Charlie: <whispering> Good *job*... <A close-up view of Dan is then shown again>

Dan: <whispering> I *had* to. I'm sorry... <The camera shows the four jury members, as Ace shrugs carelessly. Dan is shown sitting back down with a regretful look on his face, before the camera cuts ahead to show Charlie placing his torch into the slot in front of Jeff>

Jeff Probst: Charlie, <long pause> the tribe has spoken. <A prominent drumbeat is heard, as the camera shows Jeff snuffing out a disappointed Charlie's torch>

Jeff Probst: <to Charlie> Time for you to *go*... <Charlie can be seen looking back at his former tribemates, as the camera zooms in on a teary-eyed Paloma and then scrolls over to an unfazed G.C. A disappointed Charlie is then shown walking out of the main Tribal Council area, as the camera follows him along the torch-lit path and he fades into the engulfing darkness. A close-up view of Dan is now shown, before the camera turns back to Jeff>

Jeff Probst: Well, <long pause> that is why there's a thing called a *blindside*, and based on Charlie's *reaction*, I'd say he just *felt* it. <Dan can now be seen shifting his expression, as the music speeds up> We are down to *four*. <A wide view of the Final Four **Babongo** members is shown> The million dollars is within *sight*, but the game is far from over... <The camera now zooms in on a contemplative Dan, before scrolling back over to Jeff>

Jeff Probst: Grab your torches; <short pause> head back to camp. Good *night*! <'Ancient Voices of Gabon' begins to play, as the camera shows both Paloma and G.C. standing up and grabbing their torches, and then switches angles to show the four jury members. Randy can then be seen grabbing his torch, before the camera zooms out to show all four castaways walking out of the main Tribal Council area. A worried Paloma is then shown next>

Paloma - CONFESSIOAL: Obviously I was blindsided tonight by the vote. <The camera continues to show Paloma> I mean, Charlie getting voted off puts a huge *target* on my back, <A smug-looking Randy is then shown> but you know, I'm not, like, *destroyed* by it, so <short pause> I'm not gonna give up... <Another view of a determined Paloma is shown, before the camera switches angles to show an aerial

view of the Gabonese village Tribal Council and then scrolls around it. The screen now fades to black>

Episode 14 - The Finale

Jeff Probst: Next time on Survivor: <A dramatic music plays, as the camera shows a fast-forwarded view of the orange sun rising above the calm lake, and then scrolls over to the Babongo tribe’s flag>

Jeff Probst: <narration> Only four castaways *remain*... <A wide view of the four remaining Babongo members at Tribal Council is shown, before the camera abruptly cuts ahead to show them competing in a maze challenge, and then fades into a color-enhanced clip of Dan>

Jeff Probst: <narration> **Dan**, the favorite... <The camera shows several rapid clips of Dan>

Dan - CONFESSIO**NAL**: I’ve been the prime target since before the merge, <The camera continues to focus on Dan> but <long pause> this game *is* toughening me up a bit and giving me more confidence... <A close-up view of a stern-looking Randy is now shown>

Jeff Probst: <narration> **Randy**, the villain... <A brightly colored clip of Randy is then shown next>

Randy - CONFESSIO**NAL**: I will not think twice about stepping on any of these people’s toes in order to take what’s rightfully mine: <short pause> the million *dollars*. <Quick clips of Paloma now flash onto the screen, before the camera rapidly zooms in on her>

Jeff Probst: <narration> **Paloma**, the *underdog*... <The camera continues to focus on Paloma>

Paloma - CONFESSIO**NAL**: I’m not gonna go down without giving it the biggest fight of my *life*. <The camera now shows many rapid color-enhanced clips of G.C.>

Jeff Probst: <narration> And **G.C.**, the underestimated... <The camera quickly zooms in on G.C.>

G.C. - CONFESSIO**NAL**: I’m gonna try every angle I *can*, man. <Another close-up view of a thoughtful G.C. is shown next> Any way I can get in there to stay in the game, I’m gonna *do* it...

Jeff Probst: <narration> *Three Tribal Councils*... <Jeff can now be seen snuffing out an unknown castaway’s torch, as a prominent drumbeat is heard>

Jeff Probst: The tribe has spoken... <The camera switches angles to show Jeff again>

Jeff Probst: <narration> Two explosive *hours*; <The word “Explosive” flashes onto the screen> one Ultimate Survivor... <Rapid views of each of the Final Four Babongo members with surprised looks on their faces are then shown, as the words “Ultimate Survivor” appear on the screen>





Jeff Probst: <narration> Don’t miss the Survivor finale and live Reunion Show. <The screen now shows a blocked-out cast photo, as random castaways’ faces quickly begin to appear. The **Survivor: Gabon** logo is then shown, as the screen fades to black>

Charlie’s Final Words:

<‘Island Council’ plays, as the camera shows a close-up view of a disappointed Charlie, who is sitting at a torch-lit confessional with several dark tribal huts visible in the background>

Charlie: Survivor was the *best* experience of my life, hands-down. I feel so grateful and lucky to have had this experience. Like, this was a dream for years and I’m so happy to be here. <The camera now cuts ahead to show a later portion of Charlie’s Final Words> I think my demise was that I played the strategy part of the game *too* much, whereas if I would have stayed *true* to my alliance with Dan, I definitely would have been sitting in the Final Two, <laughs> so <pause> I think I brought about my *own* downfall because I 100% could have had this game in the bag. I’m definitely disappointed, but you know, if I had to go out I’m glad it’s a *blindside*. They did a good *job*... <The screen fades out>

Episode 13 Voting History:

| | | | |
|---|---|---|---|
| 3 Votes Against | Survivors Voting Against Charlie | | |
|  |  |  |  |
| 2 Votes Against | Survivors Voting Against Dan | | |

